

PENGEMBANGAN MEDIA PEMBELAJARAN *E-FUN THINKERS* BERBASIS APLIKASI *SMART APPS CREATOR 3* PADA TEMA CUACA UNTUK MENINGKATKAN HASIL BELAJAR SISWA KELAS III SD

Oleh
Ni Putu Ayu Ratih Sekar Sari, NIM 2111031208
Program Studi Pendidikan Guru Sekolah Dasar
Jurusan Pendidikan Dasar

ABSTRAK

Penelitian yang dilaksanakan bertujuan untuk: (1) mendeskripsikan rancang bangun pengembangan media pembelajaran *E-Fun Thinkers* berbasis *Smart Apps Creator 3* pada Tema Cuaca untuk siswa kelas III SD, (2) mendeskripsikan validitas media pembelajaran *E-Fun Thinkers* berbasis *Smart Apps Creator 3* pada Tema Cuaca untuk siswa kelas III SD, (3) mendeskripsikan kepraktisan media pembelajaran *E-Fun Thinkers* berbasis *Smart Apps Creator 3* pada Tema Cuaca untuk siswa kelas III SD, dan (4) mendeskripsikan bahwa pengembangan media pembelajaran *E-Fun Thinkers* berbasis *Smart Apps Creator 3* pada Tema Cuaca efektif untuk meningkatkan hasil belajar siswa kelas III SD. Penelitian ini menggunakan model pengembangan ADDIE yaitu analisis, perencanaan, pengembangan, implementasi, dan evaluasi. Subjek penelitian ini adalah 2 ahli isi/materi pembelajaran, 2 ahli media pembelajaran, 2 praktisi, dan 2 rombongan belajar siswa kelas III SD Negeri 5 Dauharu. Sedangkan objek penelitian yaitu media pembelajaran *E-Fun Thinkers* berbasis Aplikasi *Smart Apps Creator 3* pada Tema Cuaca. Metode pengumpulan data yang digunakan yaitu kuesioner dan wawancara. Instrumen yang digunakan dalam pengumpulan data yaitu lembar kuesioner. Hasil penelitian ini menunjukkan bahwa: (1) menghasilkan produk berupa media pembelajaran *E-Fun Thinkers* berbasis Aplikasi *Smart Apps Creator 3* pada Tema Cuaca, (2) media pembelajaran *E-Fun Thinkers* berbasis Aplikasi *Smart Apps Creator 3* pada Tema Cuaca memperoleh validitas yang sangat baik dengan tingkat pencapaian 96,5% oleh ahli isi/materi pembelajaran dan 93,5% oleh ahli media pembelajaran, (3) memperoleh tingkat kepraktisan sebesar 95% oleh respon praktisi, 99% oleh siswa dalam uji perorangan, 97,46% oleh siswa dalam uji kelompok kecil, dan (4) memperoleh nilai t-hitung sebesar 16,207 yang artinya lebih besar dari t-tabel 2,045 (taraf signifikansi 0,05), sehingga media pembelajaran *E-Fun Thinkers* berbasis Aplikasi *Smart Apps Creator 3* pada Tema Cuaca efektif meningkatkan hasil belajar siswa kelas III SD.

Kata-kata Kunci: pengembangan, media pembelajaran digital, *fun thinkers* elektronik, hasil belajar

DEVELOPMENT OF E-FUN THINKERS LEARNING MEDIA BASED ON SMART APPS CREATOR 3 APPLICATION ON THE WEATHER THEME TO IMPROVE LEARNING OUTCOMES OF GRADE III ELEMENTARY SCHOOL STUDENTS

By
Ni Putu Ayu Ratih Sekar Sari, NIM 2111031208
Elementary School Teacher Education Study Program
Elementary Education Department

ABSTRACT

The research conducted aims to: (1) describe the design of the development of E-Fun Thinkers learning media based on Smart Apps Creator 3 on the Weather Theme for grade III elementary school students, (2) describe the validity of E-Fun Thinkers learning media based on Smart Apps Creator 3 on the Weather Theme for grade III elementary school students, (3) describe the practicality of E-Fun Thinkers learning media based on Smart Apps Creator 3 on the Weather Theme for grade III elementary school students, and (4) describe that the development of E-Fun Thinkers learning media based on Smart Apps Creator 3 on the Weather Theme is effective in improving the learning outcomes of grade III elementary school students. This research uses the ADDIE development model, namely analysis, planning, development, implementation, and evaluation. The subjects of this research were 2 content/learning material experts, 2 learning media experts, 2 practitioners, and 2 classes of grade III students of SD Negeri 5 Dauhwaru. While the object of research is the E-Fun Thinkers learning media based on the Smart Apps Creator 3 Application on the Weather Theme. The data collection methods used were questionnaires and interviews. The instruments used in data collection were questionnaire sheets. The results of this study indicate that: (1) it produces a product in the form of E-Fun Thinkers learning media based on the Smart Apps Creator 3 Application on the Weather Theme, (2) the E-Fun Thinkers learning media based on the Smart Apps Creator 3 Application on the Weather Theme obtains very good validity with an achievement level of 96.5% by content/learning material experts and 93.5% by learning media experts, (3) obtains a practicality level of 95% by practitioner responses, 99% by students in individual tests, 97.46% by students in small group tests, and (4) obtains a t-count value of 16.207 which means it is greater than the t-table of 2.045 (significance level 0.05), so that the E-Fun Thinkers learning media based on the Smart Apps Creator 3 Application on the Weather Theme is effective in improving the learning outcomes of grade III elementary school students.

Keywords: *development, digital learning media, electronic fun thinkers, learning outcomes.*